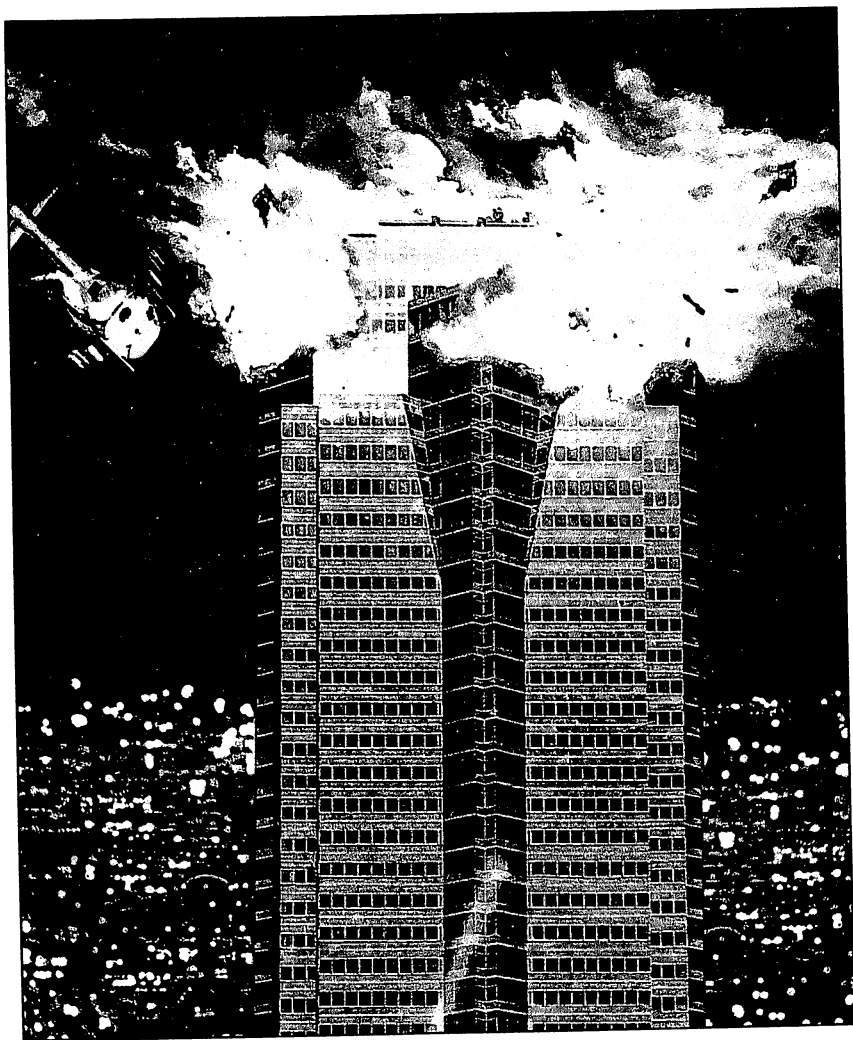


DIE HARD™



Player's Guide

ACTIVISION

[illegible]

Programming by Nels Bruckner.

Direction and design by Jerry Luttrell.

3-D art by Cyrus Kanga.

Graphics by Tom Collie, Susan Greene, and Steve Snyder.

Music and sound effects by Bryce Morsello.

Produced by Steven Ackrich and John A. S. Skeel.

Technical support by David MaClurg.

Product management by Kelly Flock.

Playtesting by Steve Imes, Stew Perkins, Larry Weissenborn, Tom Bellamy, Jeff Glazier, and Kelly Zmak.

Die Hard—Commodore

Directed by Baron Reichard K. Von Wolfsheild.

Programming by Scott T. Etherton and James J. Host.

Design by Jerry Luttrell.

Graphics by Ron Winnick, Chuck Austin, and Steve Snyder.

Produced by Steven Ackrich and John A. S. Skeel.

Product management by Kelly Flock.

Playtesting by Steve Imes and Kelly Rogers.

Player's Guide by Larry Hall and Hunter Cone.

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Table of Contents

Getting Started	7
About this Player's Guide	9
'Twas the Night Before Christmas	9
Facing the Challenge	10
The Maps	10
McClane's Health	10
Terrorists	10
Beat the Clock	11
The Vaults	11
Message Screen	11
Inventory Panel	11
The Controls	12
Joystick Controls	12
Walking	12
Fighting	13
Hand-to-Hand Combat	13
Armed Combat	14
Aiming Mode—MS-DOS Only	14
Keyboard Controls—MS-DOS Only	15
Walking	15
Fighting	15
Hand-to-Hand Combat	16
Armed Combat	16
Universal Keyboard Commands	18
Selecting Items and Weapons (for Both Control Methods)	18
Searching the Bodies	19
Security Panel	20
Strategy	20
Combat Pointers	20
McClane's Fight Plan	21
Floor-by-Floor and Room-by-Room	21



Die Hard—MS-DOS

Question: Who in their right minds would set out to develop an entirely new form of 3-dimensional technology, complete with animations, explosions, hallways, conference rooms, gigantic chasms and three-level rooftops? And then take on the challenge of developing an intelligence and hand-to-hand combat system capable of working in a 3-dimensional plane?

Answer: (From left to right in photo)

Jerry Luttrell: Designer.

Cyrus Kanga: 3-D modeling, shapes and animations.

Nels Bruckner: Programmer and interior 3Space™ pioneer.



Die Hard—Commodore

Scott T. Etherton (programmer, bottom) is a native Virginian. By trade a professional musician, he took an interest in computers as a hobby. Today he programs on several different kinds of computers in addition to composing original scores for computer games.

James J. Host (programmer, middle) is a Caltech graduate who started writing free-lance for *Run*, *Uptime*, and *Gazette*. When not programming computers, James enjoys riding his motorcycles.

Baron Reichart K. Von Wolfsheild (director, top) did special effects and art direction for music videos. In 1986 he started Silent Software, Inc. with the goal of bringing higher-quality imagery to computer games. In his spare time, he collects classic cars.



Getting Started

If You're Playing with a Commodore 64/128 System

1. Turn on your disk drive and place your *Die Hard* game disk in the drive, label side up.
2. Plug a joystick into controller port 2.
3. Turn on your computer and monitor.
4. If you have a C64, type **LOAD " ", 8, 1** and press **RETURN**.

If You're Playing with a MS-DOS System

The rest of the Getting Started Section applies only to the MS-DOS System. It's a good idea to make back-up copies of your original *Die Hard* disks before playing, and to play the game from these back-up disks. You'll need two blank disks.

Making Copies on a Double Floppy System

1. Boot your system and load DOS.
2. At the **A>** prompt, type **diskcopy A: B:** and press **Enter**.
3. Follow the screen prompts—the source disk is your original *Die Hard* disk and the target disk is the blank disk.
4. Repeat this procedure for each original *Die Hard* disk.

Making Copies on a Single Floppy System

1. Boot your system and load DOS.
2. At the **A>** prompt, type **diskcopy A: A:** and press **Enter**.
3. Follow the screen prompts—the source disk is your original *Die Hard* disk and the target disk is a blank disk.

Loading Instructions

Floppy Disk Installation

1. Boot your system and load DOS.
2. Insert *Die Hard* disk 1 into the A drive.
3. If necessary, type **A:** to access your A drive.
4. At the **A>** prompt, type **Diehard**, press **Enter**, and wait for the program to load. You'll be prompted to swap disks as the game progresses.

[illegible]



You'll see a series of story screens, giving you background on the game. At the *Die Hard* title screen, press the **spacebar** so the game will begin loading. After the game has loaded, you go right into the action.

See “Security Panel” and “Strategy” on page 20 for some important tips on playing *Die Hard*.

About This Player's Guide

This guide is written for players of both MS-DOS and Commodore systems. Instructions exclusively for Commodore players are shaded and are labeled **Commodore Only**. Instructions exclusively for MS-DOS players are labeled *MS-DOS Only*.

All other instructions apply to both systems.

'Twas the Night Before Christmas

In the Nakatomi Corporation's new highrise headquarters in downtown Los Angeles, the staff is enjoying the company Christmas party, way up on the 32nd floor... A celebration that is about to become a nightmare.

Suddenly, a group of machine-gun toting men storm into the party. Sprays of automatic fire ricochet around the room. This gang of terrorists has seized the building, locking it from the inside and sealing off all entrances and exits. No one can get in or out.

Hans Gruber is the leader and mastermind of the operation. He and his gang are exploiting their terrorist cover to carry out the biggest heist of the century. They're after the \$600 million in negotiable bearer bonds in the company's vault. All they have to do is break through the seven vaults, and the bonds are theirs.

It's a perfect plan.

Except for one small detail. John McClane, an off-duty New York City cop visiting his estranged wife, is loose somewhere in the building. He's the only one who can make a stand against Hans and his henchmen. It may be his last stand...



CODE	23	45	65	24	87	97	01	34	46	22	67	81	23	98	29	12	34	78	23	90
DISABLE	36	29	57	79	31	03	64	46	96	12	98	23	12	56	86	96	34	56	91	31

See “Security Panel” on page 20.

Facing the Challenge

Die Hard's action takes place on the upper floors and roof of the 40-floor high-rise. When the game opens, McClane is in a bathroom on the 32nd floor.

Each floor is a maze of rooms and hallways containing plants, desks, file cabinets, wall maps, vents, and other objects.

Commodore Only: Follow the arrows to go through doors and into a new room or hallway.

The Map

Since the rooms and hallways resemble one another, it's a good idea to look at the floor maps scattered through the building and familiarize yourself quickly with the characteristics of each room and section of a floor.

To see a map of the floor, walk into the blue rectangle on the hallway walls. This turns into a map. Use the maps whenever you're unsure of McClane's location.

Commodore Only: The green square on the map is the security room, the red square is the entrance to the stairway. The red cross represents the bathroom containing the first aid kit.

McClane's Health

The game begins with McClane at full health, represented by a green bar in the lower right corner. Each time he absorbs a blow or a bullet from a terrorist, his health declines. When the bar is red, he's most vulnerable to attack. When the bar disappears, his valiant stand against the terrorists is over. He can also build up his strength by finding the right items.

Terrorists

- Terrorist henchmen lurk at every turn. McClane has to polish them off, either by engaging in hand-to-hand combat or by blowing them away with his gun.
- **Commodore Only:** Each Terrorist has a health bar, to the left of McClane's. It's activated as soon as a terrorist appears. When the bar disappears the terrorist is no longer a threat.
- After each confrontation, he can search their bodies for weapons and other valuable items that give him vital assistance in his desperate situation.

- McClane also has Karl, Hans' second-in-command, to worry about. After McClane kills Karl's brother Tony, Karl is wild with rage and hunts him with a vengeance. If McClane meets Karl, he's going to have to summon every ounce of his strength to overpower him.
- It's the confrontation with Hans himself that will prove to be the ultimate challenge. Hans holds a hostage—Holly, McClane's wife. It'll take split-second timing and a fast finger on the trigger to save her... and eliminate Hans.

As you play, keep an eye on the digital clock at the top of the screen. McClane has 20 minutes—he must race against time as he fights his way toward the confrontation with Hans.

The status of the seven vaults is represented by the red blinking bar in the upper left corner of the screen.

Message Screen

At the bottom of the screen is the inventory panel. As McClane accumulates items, they appear in the panel. Use the < and > keys to move the selection box through the inventory, and press **Enter** (**Return for Commodore**) to activate the item.

See "Security Panel" on page 20.

The Controls

Play *Die Hard* using either a joystick (see below) or the numeric keypad (see page 15).

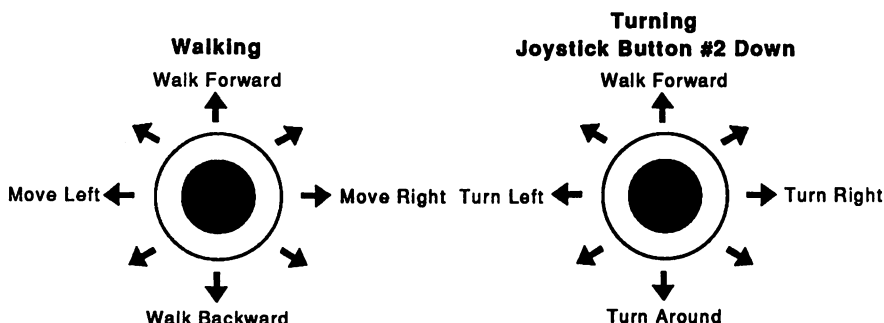
Commodore players use joystick only.

Joystick Controls

You can use a joystick to control McClane's movements most of the time. There will be times when you'll be using the Universal Keyboard Commands (see page 18).

Walking

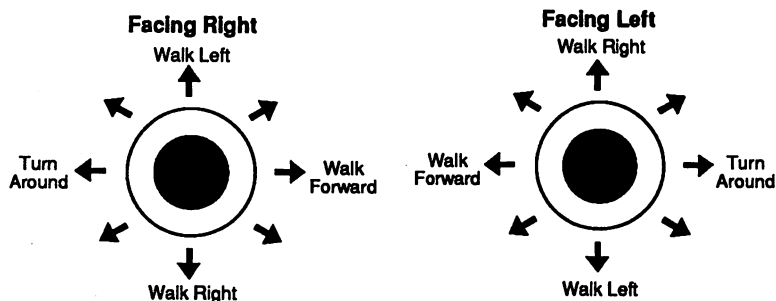
MS-DOS Only



To make McClane walk, move the joystick in the direction you want him to go.

MS-DOS Only: To turn him, press joystick button #2, then move the joystick in the desired direction.

Commodore Only



Fighting

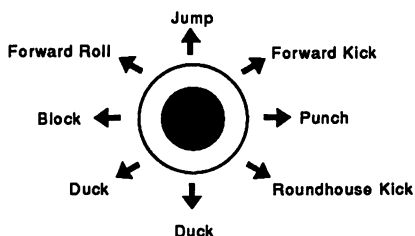
Choose your combat style depending upon the situation.

If a terrorist is approaching you unarmed, you can prepare to spring into hand-to-hand combat. It's best to use hand-to-hand combat whenever possible, but if you can see a weapon in the terrorist's hand, it's better to respond with a weapon. Don't waste ammunition. Check the inventory panel to evaluate McClane's ammunition supply and the type of weapons available.

Hand-to-Hand Combat

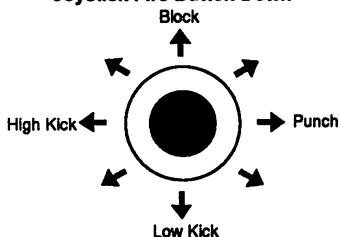
MS-DOS Only

Joystick Button #1 Down

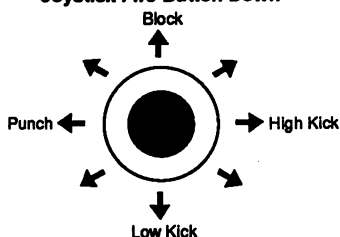


Commodore Only

Facing Right
Joystick Fire Button Down



Facing Left
Joystick Fire Button Down



To engage in hand-to-hand combat, first press joystick button #1, then move the joystick in the direction of the desired move, as shown in the diagram above.

Commodore players use fire button.



CODE	76	23	32	65	59	93	74	05	08	11	25	84	23	69	43	45	87	02	12	34
DISABLE	34	65	05	62	39	58	36	27	59	48	63	69	89	13	03	51	86	94	99	05

See "Security Panel" on page 20.

Armed Combat

McClane starts off with his policeman's gun. He gets the rest of his weapons from the terrorists he's killed and searched. As the game goes on, look at the inventory panel at the bottom of the screen to check your arsenal.

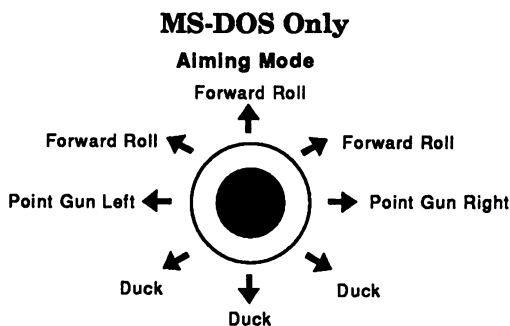
To get a gun, move the inventory panel selection box to the gun you want by pressing the < and > keys. Press **Enter (Return for Commodore)** to activate it.

MS-DOS Only: *The gun you selected moves to the active windows to the left (the handgun is on top, the machine gun on bottom). You then see a gun in McClane's hand and you're ready to go into aiming mode.*

MS-DOS Only: *To switch from hand-to-hand combat to fighting with a gun (once the gun has been chosen and is in the active window), press G for a handgun or M for a machine gun. To switch back to hand-to-hand combat, press H.*

For more information on selecting items from the inventory panel, see "Selecting Items and Weapons" on page 18.

Aiming Mode—MS-DOS Only



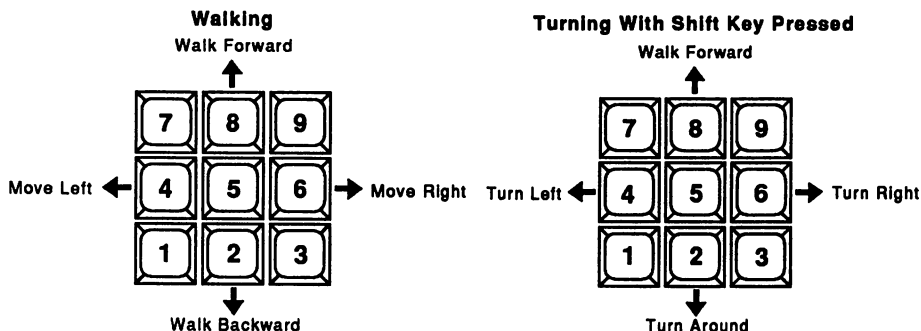
To activate the aiming mode when McClane is holding a gun, press and release button #1 — McClane will raise his gun. Aim by moving the joystick right or left, in the direction you want to shoot. **Note:** McClane can't walk while in the aiming mode.

To fire, press button #1 again.

To evade enemy fire while in aiming mode, duck by pulling the joystick back. As long as you pull the joystick back, he'll keep ducking. Release the joystick and he stands again with gun ready for action.

To deactivate the aiming mode so he can walk around (while keeping the gun in McClane's hand), press button #2.

If you're using the keyboard to play *Die Hard*, use the numeric keypad (check the diagram below).




To maneuver McClane, press the appropriate numeric key to move him in the direction you want him to go.

To turn McClane, press Shift while pressing the key that corresponds with the direction you want him to turn.

Choose your combat style depending upon the situation.

If a terrorist is approaching you unarmed, you can prepare to spring into hand-to-hand combat. It's best to use hand-to-hand combat whenever possible, but if you can see a weapon in the terrorist's hand, it's obviously better to respond with a weapon. Don't waste ammunition. Check the inventory panel to evaluate McClane's ammunition supply and the type of weapons available.

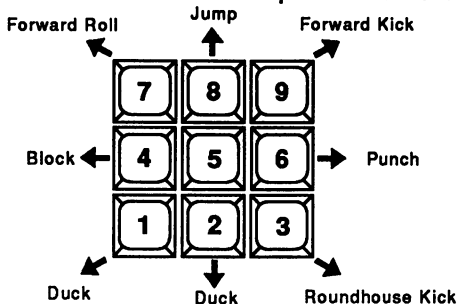
																				
CODE	65	96	26	69	35	75	97	36	54	12	04	86	63	41	24	85	42	85	76	89
DISABLE	74	85	82	62	64	29	17	74	16	42	74	41	46	97	25	43	85	87	21	00

See "Security Panel" on page 20.

Hand-to-Hand Combat

To engage in hand-to-hand combat, position McClane, then press the **spacebar** and one of the eight keypad keys to execute an individual move as shown below:

Hand to Hand Combat With Spacebar Pressed

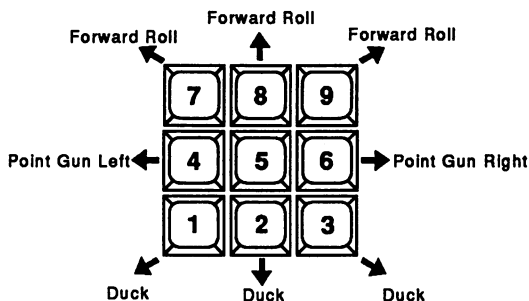


Armed Combat

McClane starts off with his policeman's gun. He gets the rest of his weapons from the terrorists he's killed and searched. As the game goes on, look at the inventory panel at the bottom of the screen.

To get a gun, press the **<and>** keys to select the gun you want and press **Enter** to activate it. The gun moves to the active windows to the left (the handgun is on top, the machine gun on bottom). You then see a gun in McClane's hand, and you're ready to go into aiming mode.

Aiming Mode



To activate the aiming mode when McClane is holding a gun, press and release the **spacebar**. McClane will raise his gun. Press 4 or 6 to aim. Press the **spacebar** again to fire. Press **Shift** to stop aiming. **Note:** McClane can't walk while in aiming mode.

For more information on selecting items from the inventory panel, see “Selecting Items and Weapons” on page 18.

E																				
CODE	10	65	99	73	44	98	28	75	33	75	62	46	54	22	87	28	58	66	83	13
DISABLE	28	84	47	22	85	90	04	83	74	23	84	99	63	61	15	95	27	32	47	65

See "Security Panel" on page 20.

Universal Keyboard Commands

< and >	Moves Selection Box in inventory panel left or right.
A* or Return	Activates highlighted item from inventory panel.
*G	Selects handgun when the weapon is in active inventory panel only.
*M	Selects machine gun from active panel.
H	Returns McClane to hand-to-hand combat from weapons mode.
D	Drops highlighted inventory item from panel.
F	Finds objects on floor adjacent to McClane's location (including any he's dropped).
S	Searches terrorist for items and weapons.
P	Pauses play. Press again to resume play.
*T	Turns sound on or off.
*Alt + J	Centers joystick.
*Ctrl + Esc	Exits <i>Die Hard</i> to DOS.
*Alt + Esc	Exits <i>Die Hard</i> to the Restart screen.
*1,2,3,4,5,6,7,8,9,0	Quickly highlights items in inventory panel from left to right.
**Shift Q	Quit Game.

*MS-DOS Only

**Commodore Only

Selecting Items and Weapons (for Both Control Methods)

Select items and weapons from the Inventory Panel at the bottom of the screen.

To select an item or weapon from the inventory panel, press the < and > keys to move the selection box. Press **Enter (Return on Commodore)** to activate the item or weapon.



MS-DOS Only: *The item selected moves to one of the active item windows to the left.*

MS-DOS Only: *When you activate a weapon from the inventory panel, the handgun moves to the top active weapons window, and the machine gun moves into the bottom active window.*

The amount of available ammunition is the number to the left of the active window. The top number represents how much ammo is in the handgun, and the bottom number shows how much ammo is in the machine gun.

MS-DOS Only: *As a handgun runs out of ammunition, the game automatically looks for ammo to reload.*

MS-DOS Only: *If there isn't a bullet clip, and you have another handgun, that gun is automatically chosen from the inventory panel and put in McClane's hand. You'll see the old weapon on the floor.*

MS-DOS Only: *To switch from a handgun to a machine gun, press M; to swap a machine gun for a handgun, press G. To return to hand-to-hand combat, press H.*

To select a gun, select one from the inventory panel.

To go to hand-to-hand combat, press H or reselect a gun from the panel. This will cancel it out and put you in hand-to-hand mode.

If you want to discard items from a full inventory panel in order to add others, press D to drop a highlighted inventory item, and F to retrieve a dropped item. McClane can retrieve something only if he's in an area next to the item he dropped.

Searching the Bodies

McClane should search terrorists to find key items such as food and weapons that might be useful as the action develops. He should also look in the rooms on each floor to find terrorists or valuable items.

F																					
	CODE	76	86	36	47	97	72	36	85	63	63	48	83	48	22	44	99	87	83	38	34
	DISABLE	23	84	85	26	15	13	55	89	22	94	93	81	99	44	22	43	17	37	58	28

See "Security Panel" on page 20.

- Position McClane during battles, and select kicks and punches that deliver maximum effect. Your opponent may attempt to evade a blow, move away, or strike before you can hit him.
- Don't attempt to foil a gun-toting terrorist with a punch or a kick.
- Know when to fight and when to run.

Note: Do not read the following sections if you want to face the challenge of *Die Hard* without relying on clues. Refer to them only if you're desperate!

McClane's Fight Plan

There's a basic plan McClane should follow to get through the building and exterminate the terrorists. Use the wall maps for quick orientation.

1. McClane begins on level 32 and he must make his way to the room with the security panel, deactivate it, then find the stairwell to go to Roof 1.
2. From Roof 1, he heads toward Roof 2. He ducks into a door that takes him to a different section of Roof 2. He shoots out the fan and jumps through to get to level 33.
3. At level 33, he must go through the Board Room to get to level 34.
4. At level 34, he faces Karl and goes up the staircase back to Roof 1.
5. He's not going to want to stay on Roof 1, so he heads to Roof 2.
6. He uses the fire hose to get to rooms on lower floors. Here, he eventually finds Hans.

Floor-by-Floor and Room-by-Room

As McClane advances through the physical and human obstacles, he'll make some key discoveries and decisions.

Level 32

McClane meets terrorists here for the first time.

- Find the security room and deactivate the security panel as instructed in the "Security Panel" section on page 20.

-
- Search the rooms to get important items.
 - Use the vents.

On Roof #1 and #2

- Watch for terrorists.

Level 33

- Search the rooms.
- Be sure McClane's carrying the appropriate items (such as the cord) to execute the bomb drop. If he doesn't drop the bomb, there will be terrorists to hunt him down.

The Encounter with Karl

- Karl appears in the equipment room and seizes McClane's gun and ammo. *He then throws it all down the air shaft (MS-DOS Only)*. McClane switches to hand-to-hand combat. If he gets rid of Karl, he can acquire Karl's gun and ammo.

On the Roof the Second Time

- The helicopter swooping down on McClane is stocked with firepower. The pilot and passengers have the mistaken notion that McClane is with the gang. Avoid the chopper's fire.

Note: It's impossible to shoot down the helicopter.

- McClane must jump with the firehose before the roof explodes.

Trashed Hall

- * • It's possible to do forward rolls in the Trashed Hall.
- ** • Avoid the the pieces of falling ceiling and burning debris.

Finale

- Don't waste time!
- * • McClane should eliminate the terrorist to his right as he enters the room.
- ** • McClane should eliminate the terrorist in the hallway.
- If he dashes up to Hans, McClane's wife will push away; shoot Hans and he falls out the window to certain doom.

*MS-DOS Only

**Commodore Only

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2. Enclose a photocopy of your dated sales receipt.
3. Enclose your return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name or model number of your computer on the *front* of the package.

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